



# ***Navy Concept Development & Experimentation***



## **Expeditionary Power Projection**

# ***From Concepts to Doctrine/TTP Through Experimentation***

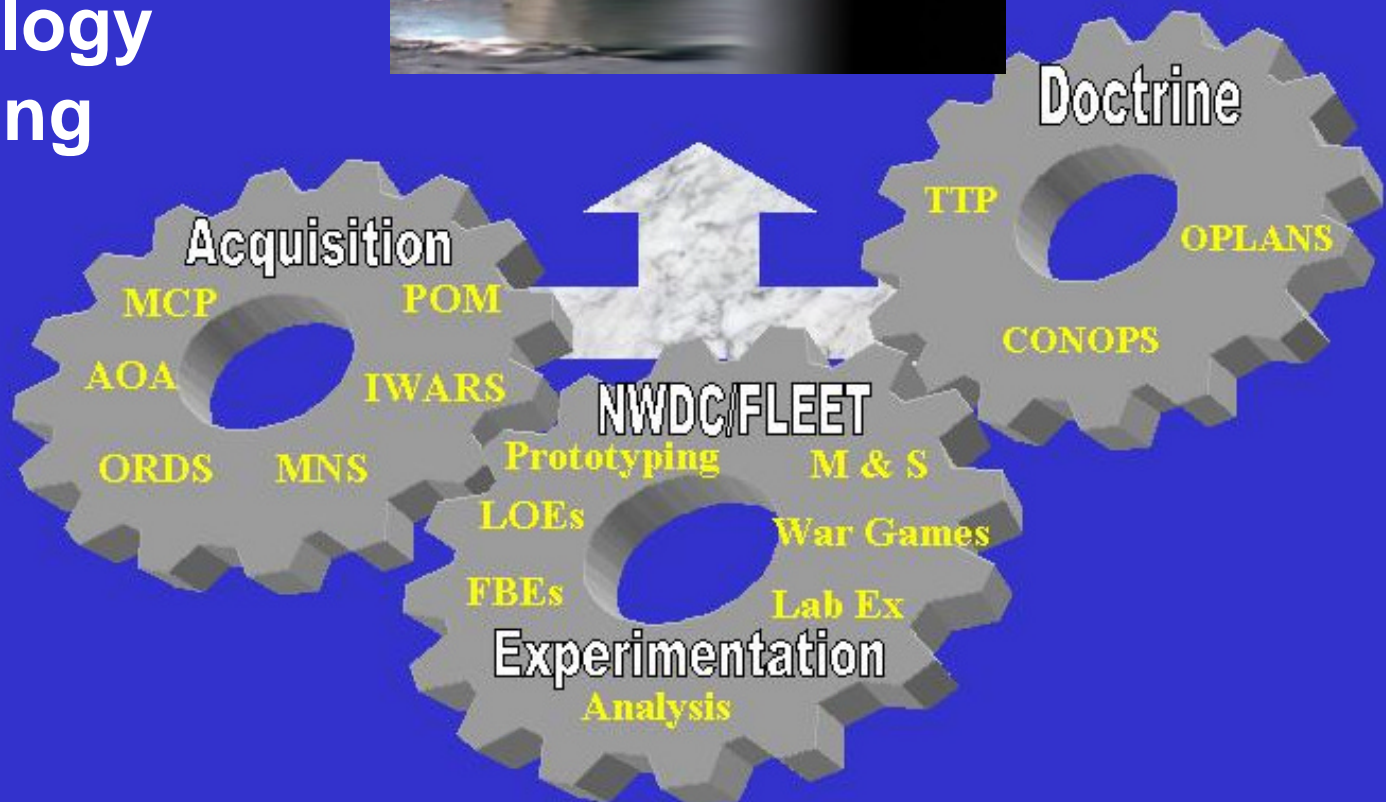
---

## **Major Initiatives:**

- **Information and Knowledge Advantage**
  - **Battlespace awareness: Expeditionary Sensor Grid**
  - **Sea-based Joint C2**
  - **Information Operations**
- **Assured Access**
  - **Distributed forces, autonomous sensors/vehicles**
  - **Projecting Defense: Theater Air & Missile Defense**
- **Effects Based Operations**
  - **Effects Based Planning**
  - **Future Naval Fires**
- **Forward Sea Based Forces**
  - **Joint High Speed Vessel**
- **Homeland Security**

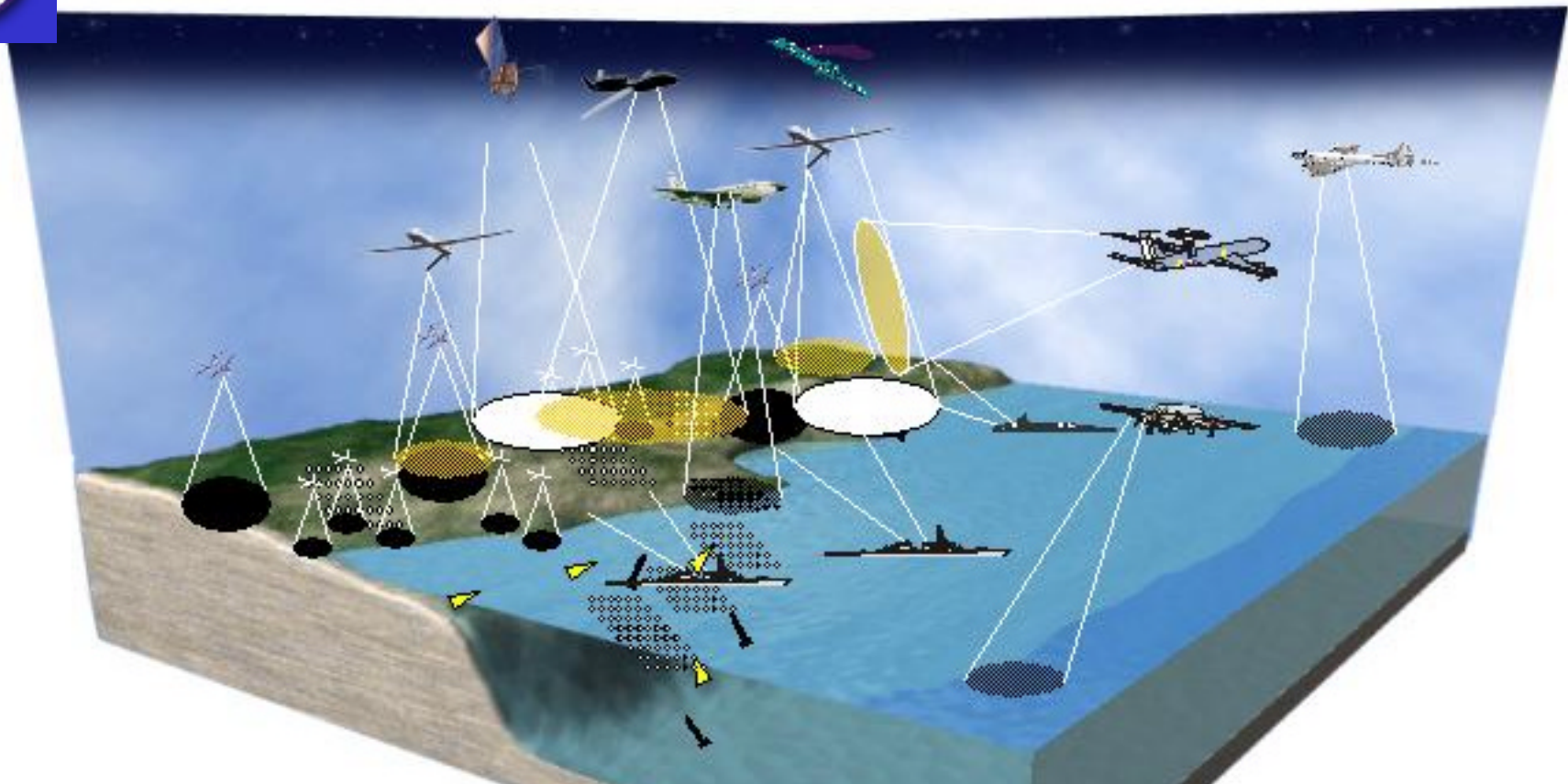
# ***Fielding Required Capabilities***

Co-Evolution  
Concepts  
Doctrine  
Organization  
Technology  
Training





# *Expeditionary Sensor Grid*



## Characteristics

Time Deployed	When Committed	Cost	Low
Sensor Coverage	Real Time	Network	Fully Netted
Numbers	High Interest Areas	Stability	Endurance – Hours to Months
	Many (100's – 1,000's)		Limited Vulnerability
			Counters CCD

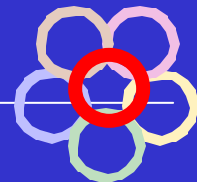


# FORCEnet Definition

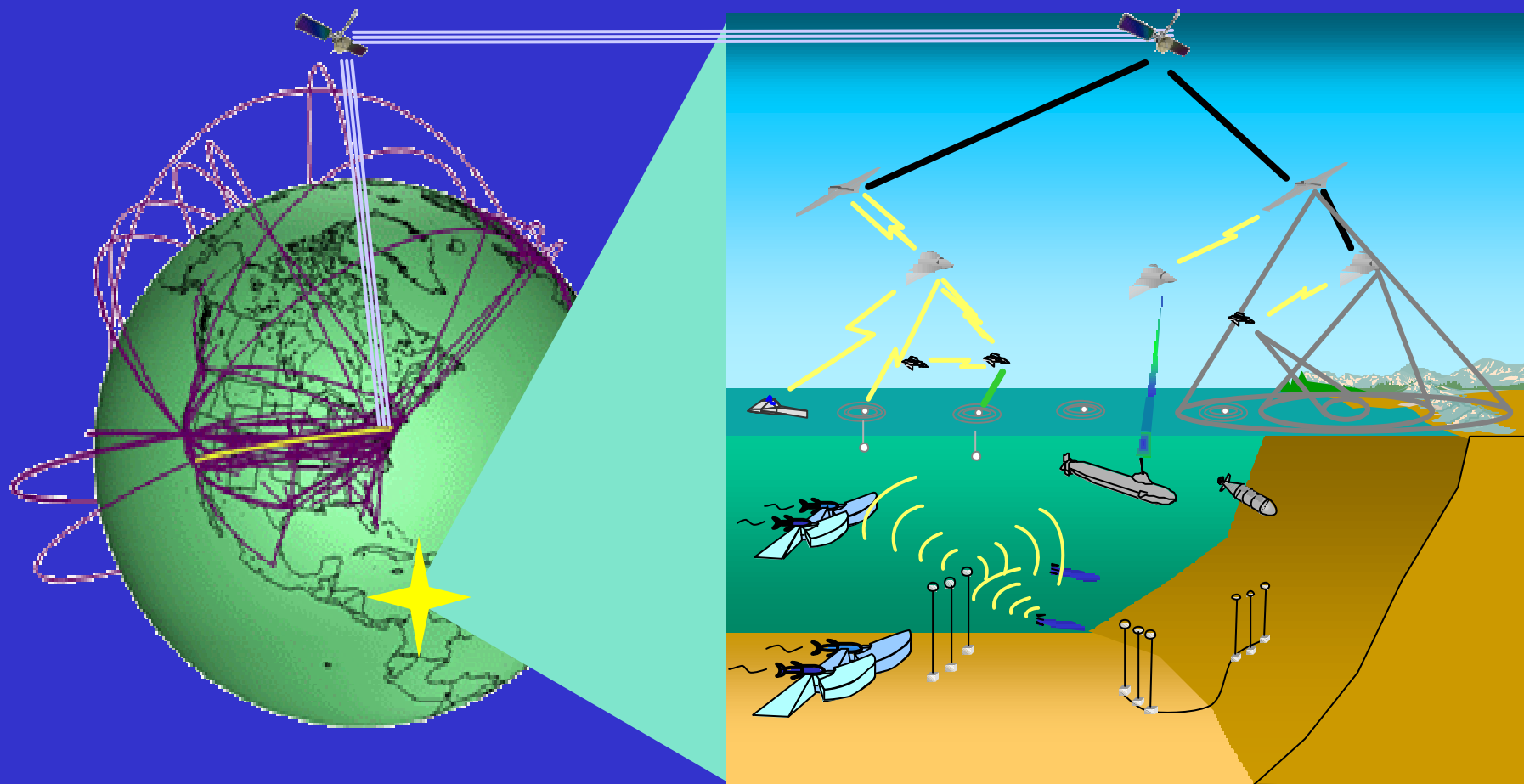
FORCEnet is the architecture and building blocks of sensors, networks, decision aids, weapons, warriors, and supporting systems integrated into a highly adaptive, human-centric, comprehensive system that operates from seabed to space, from sea to land.

By exploiting existing and emerging technologies, FORCEnet enables dispersed human decision-makers to leverage military capabilities to achieve dominance across the entire mission landscape with joint, allied, and coalition partners.

# ***FORCEnet Architecture***



***FORCEnet***

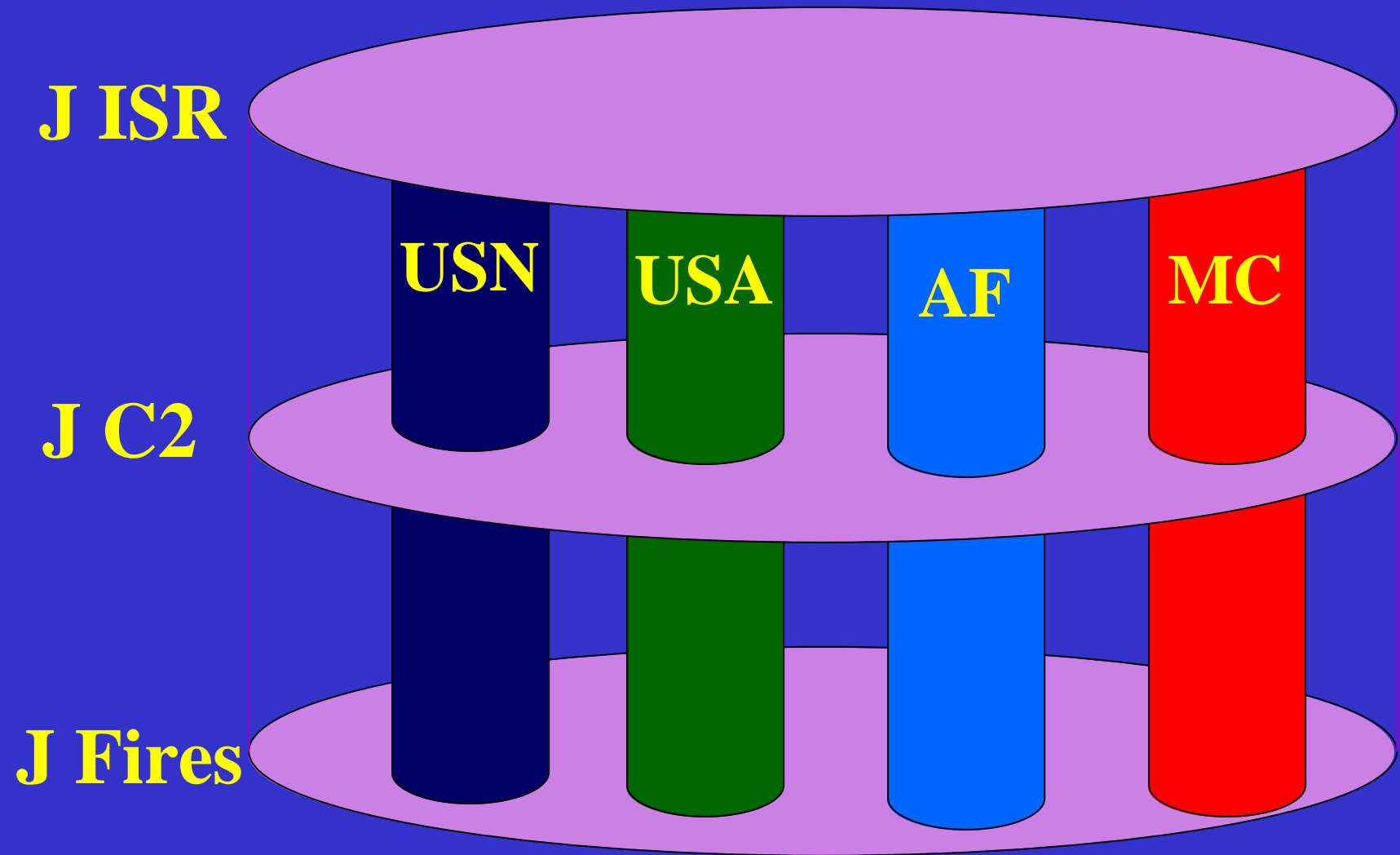


***Puts the WARFARE in Net Centric Warfare!***



# *Near Term Joint Sensor to Shooter Network*

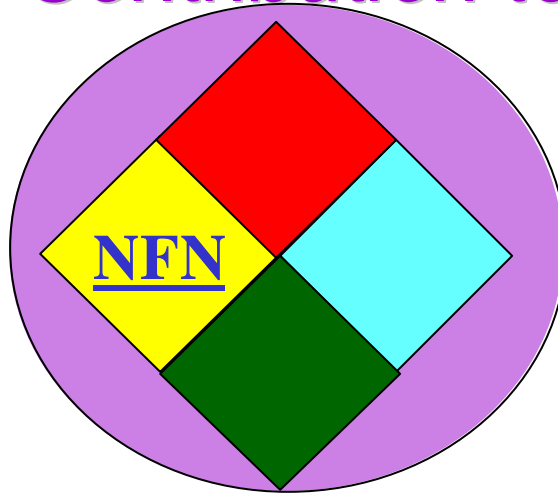
---





# Today's Direction – Naval Fires Network

## The Navy Contribution to Joint Fires

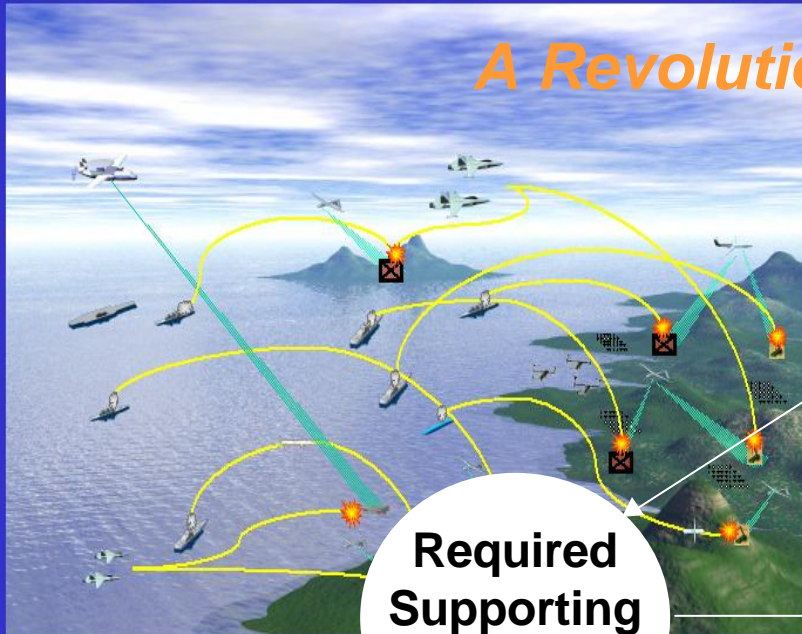


	<u>USN</u>	<u>USA</u>	<u>USMC</u>	<u>USAF</u>
<u>C2</u>	<ul style="list-style-type: none"> <li>• GCCS-M</li> </ul>	<ul style="list-style-type: none"> <li>• GCCS-A</li> </ul>	<ul style="list-style-type: none"> <li>• GCCS-</li> </ul>	<ul style="list-style-type: none"> <li>• TBMCS</li> </ul>
<u>DCGS</u>	<ul style="list-style-type: none"> <li>• TES-N</li> <li>• JSIPS-N</li> </ul>	<ul style="list-style-type: none"> <li>• TES-A</li> <li>• JSWS</li> </ul>	<ul style="list-style-type: none"> <li>• TEG</li> <li>• JSWS</li> </ul>	<ul style="list-style-type: none"> <li>• AOC Systems (with TES middleware)</li> </ul>
<u>Fires</u>	<ul style="list-style-type: none"> <li>• LAWS</li> <li>• NFCS</li> </ul>	<ul style="list-style-type: none"> <li>• ADOCS</li> <li>• AFATDS</li> </ul>	<ul style="list-style-type: none"> <li>• ADOCS</li> <li>• AFATDS</li> </ul>	<ul style="list-style-type: none"> <li>• ADOCS</li> <li>• AODA</li> </ul>
<u>NETWORK</u>				

Caveat: Systems are illustrative. Components Of NFN TBD

# Future Naval Fires – the Objective

## A Revolution in Fires ...From the Sea



**Simultaneous Operations**

- Long range volume fires
- Precision fires
- Non-kinetic fires
- Sea-Based

- 4D deconfliction

**Required Supporting Capabilities**

**Future Naval Fires**

**Fully Netted Digital Fires Network**

**Organic Tactical Sensing**



- Replenishment
- Training

- Sensor capabilities
- Networked target ID
- Sensor management
- Sensor networking

# ***Joint High Speed Vessel Enhancing Total Force Capability***

- **High Speed**
  - Enhanced responsiveness
- **High Payload/Small Crew**
  - More combat power per crew and tonnage
- **Shallow Draft**
  - Increased access (x5)
  - Austere Port VS Airfield or Over the Shore
- **Flexible – Scalable**
  - Supports the Joint Force
  - Applies to a Range of Missions
- **Balanced Fleet**
  - Cost savings
  - Improves mission match



***Enhanced Maneuver from the Sea***

# ***So What are the Issues & Requirements?***

---

- **Sensors...not enough...more needed**
  - Plug and play into grid where fusion is seamless
- **Networks designed with capacity, connectivity and scalability**
- **Data to Info to Actionable Knowledge**
  - Too much info...too little knowledge
- **Platform to Mission Mismatch? – Is there need for low-end re-configurable single-mission platforms?**
  - In addition to High-end multi-mission platforms
- **Rapid acquisition requires more rapid Fleet support in form of Doctrine, TTPs, training**